## **OVERALL ASSIGNMENT RUBRIC**

Examples of good feedback:

There are Backlog items assigned to the Current Sprint.		
0	0 pts There are no Backlog items in the Current Sprint.	
0	1 pt There are six or fewer Backlog items in the Current Sprint.	
0	2 pts There are seven or more Backlog items in the Current Sprint.	
All extra Backlog items are assigned to the Next Sprint.		
0	0 pts There are no Backlog items in the Next Sprint.	
0	1 pt Some, but not all, of the extra Backlog items are assigned to the Next Sprint.	
0	2 pts All extra Backlog items are assigned to the Next Sprint.	
The sum of the Current Sprint's Story Points fits the team's capacity.		
0	0 pts Story Points fit exceed the team's capacity.	
0	1 pt Story Points fit within the team's capacity, but with points to spare.	
0	2 pts Story points fit the team's capacity exactly.	
The value attributed to the Current Sprint is greater than the value attributed to the Next Sprint.		
0	0 pts The value attributed to the Current Sprint is <i>less than</i> the value attributed to the Next Sprint.	
0	1 pt The value attributed to the Current Sprint is <i>greater than</i> the value attributed to the Next Sprint.	
of ( Wh	ovide constructive feedback for your classmate on their submission. Below are some guidelines and examples good feedback to help you leave constructive comments for your peers.  nen giving feedback, consider:	
Leading with positive feedback		
	oviding a balance of positive and actionable feedback cking to information-specific, issue-focused, and observation-centered comments	
Oth	oning to information-specific, issue-tocused, and observation-centered comments	

"You did a good job of assigning Backlog items to upcoming Sprints! Even though I assigned them slightly differently, I think the way you did it works, too."

"You did a good job sorting the Backlog into the different Sprints. However, you assigned too many Story Points to the Current Sprint."			
	//		